

### Color Coding KEY:

- Initial gaming scenario
- Who they will be playing with
- Who they speak to while gaming
- Gender Stereotype
- Answers the why?
- Environments created by gender stereotype
- Other factors playing into environment
- Outcomes of environment
- Characteristics of environment

Final outcome of gaming experience being:

Positive, Negative, Neutral



Play with a group of friends

Play alone

Queued only with friends

Queued with friends and random individuals

Queued with only random individuals

Speaks only to friends in VOIP

Girl gamer speaks out in game; lobby is now aware there is a girl in the game

Doesn't speak out in game

Personal preference

Not necessary

Fear of stereotype towards them



Inability to build social community

Positive gaming Experience

Nothing unusual happens. Normal gaming experience for everyone involved

Mostly positive players

Cooperation, teamwork, communication

Support when game is stressful

High Stakes

Team is losing

Close Score

Players are performing badly

Stressful game environment

Toxic positivity where guy gamers now treat the girl special

Gender Gaming Stereotypes are present

Toxic gaming environment

Internal pressure for girl gamer to do well

Less Authentic Gaming Experience due to Gender

Girl gamer hides identity to avoid this

Negative Gaming Experience